

THE BIZARRE ADVENTURES OF *Woodruff and the Schnibble*TM



User's Guide



CONTENTS



Installation	2
A Few Tips	2
The Story	3
The Game	7
Game Play	10
Glossary	14
Memorandum	18
Technical Support	21
Credits	23





INSTALLATION



Windows Installation:

1. Place the Woodruff CD disk into your computer's CD drive.
2. Start Windows™.
3. Click on [File].
4. Select [Run].
5. At the Command bar, type the letter of your CD drive, followed by ":\SETUP.EXE" and click on OK or press [ENTER]. For example, if the letter of your CD drive is "D", type "D:\SETUP.EXE" and click on OK or press [ENTER].
6. Follow the on-screen installation instructions.

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A FEW TIPS



- ① Each time you encounter a new scene (screen), start by scanning it with your cursor to find as many objects and passageways as you can.
- ① Locate the passageways between screens and draw a map of that area of the City.
- ① Don't limit yourself to one single screen. Explore adjoining screens and areas to find clues. The flow of this game is not linear...that means clues can be scattered throughout the game .
- ① Click more than once on any character. It might have something different to say each time.
- ① As you progress in the game and collect syllables, create Formulae and use them wisely.





THE STORY



LET'S WIG-OUT WITH WOODRUFF...

Help him find and **SPLAT OUT** the Bigwig!

Gadzooks! Times have been tough for the Boozooks. May the Schnibble be with you on your quest. And, please watch out for the humans, their elevator doesn't stop at the top floor anymore.

You're about to embark on an adventure of Chroptznog proportions. This is a tough game. It's got tough puzzles, tough words to pronounce, BUT mostly it's tough not to LAUGH! Pay close attention to everything because even if it doesn't give you a clue of what to do, something is bound to happen to give you a 'keyboard-slapping laugh'.

THE POINT IS RIGHT ON THE TIP OF YOUR NOSE

"...and these Boozooks can really make a point"

The Bizarre Adventures of Woodruff and the Schnibble takes you to an exaggerated and bizarre world. And, why not? The world as we know it was devastated by a nuclear war generations ago.

Years, perhaps millennia have gone by and the human survivors have, at last, left their deep underground hideouts. Much to their surprise, they found the earth has sprouted an overgrown jungle in their absence (it's sort of what your front lawn looks like when you come back from vacation).

However, in a remote area of the Earth, there is a sanctuary, the Purple Hill (no, it's not a local bar). In this sanctuary a new race of very wise and peace-loving people has evolved, they are called, the Boozooks.





The Boozooks almost look human (although you probably wouldn't want to be seen in public with one). Some have grown tails and tall pointed ears, their most remarkable traits are long pointed noses that have an elastic quality to them. On the back of their heads grows a long horn-like protrusion which may be a reason for their offbeat humor and actions, they probably don't get much sleep with that thing on their heads.

But Woodruff, on the other hand, has simple looks (simple minded?). He appears friendly and nice, and reminds you of any of a dozen people you would find waiting for a bus on a New York street corner.

They may be funny looking but they have even funnier personalities, you can't help but like these little troll-like characters.

PEACE, LOVE AND OPPRESSION

As time goes by, the humans encounter this new life form, the Boozooks. But, they think the Boozooks are some kind of warrior race and they try to destroy them in what comes to be known as the Great Battle.

After the humans have seemingly thrashed the Boozook civilization, the humans enlist the Boozooks to build the City. The City is a tall vertical structure (no, it's not a mall) where the poor folk live in the bottom part, and the rich live on the top.

The City seemed economically self-sufficient. The entire surrounding area was made up of farms and ranches. All their energy was wind-generated. Still, the Boozooks who had survived were exploited and oppressed, and they sullenly had to adapt to the Human social structure and learn to live with them (sounds nasty).



The President is the head of the Human government, but he is accompanied by an evil, malicious advisor called, the Bigwig. The adventure starts at the time when the dastardly Bigwig burdens the City people with back-breaking tax increases. What could be worse than this squished under-foot scrunching? Well...amidst all this fun there is a ferocious Beast who likes to snatch and snack on people, killing them.

LIFESTYLES OF THE BOOZOOK AND NOT SO FAMOUS

In the social structure of the Boozooks there is a King and a Council of Wisemen. The King's court lives in a well-guarded, multi-level temple.

Once Woodruff gets inside the temple he finds that not all of the Wisemen are in control of their wisdom. Each of the Wisemen has a special power which only works by using the special sound of a word Syllable. When they combine these Syllables together, they produce magical powers.

One of the biggest reasons the Boozooks are such a peace-loving people is that as a group, during a secret ceremony, they have been successful in capturing Evil Spirits and putting them into a sacred container, the Chprotznog. However, their most recent Chprotznog has disappeared. It was stolen from the Boozook residences by the Humans.

The theft of the Chprotznog has caused a loss of memory among the Wisemen and made them forget their magical word Syllables. To make matters worse, the King has lost his power, and his life seems worthless. He has only one tooth left and all day long, all he does is drink beer while watching the Tobozon (TV).

The kingdom has run amuck, nobody even attends the Council, nothing seems to matter to anyone anymore.





AVENGING ANGELS TO THE RESCUE

Woodruff, Professor Azimuth, and the Schnibble

Professor Azimuth is considered a dissident by the government. He is a scientist working to find a way to manipulate the aging process. The Boozooms' social dilemma troubles him and he works hard to try and end their suffering. After many years of witnessing the continuous degradation of his people, he decides to act.

His goal is to unleash the Schnibble. Schnibble is a powerful and mystical magic that some believe has the ability to cause peace and prosperity to flourish. Soon, everybody in the City is talking about the Schnibble.

Word of the movement reaches the Bigwig. To head off any hope for a revolution, the Bigwig and his thugs storm Azimuth's house.

Azimuth barely has time to hide our hero, Woodruff, who is just a young boy. He hides the Viblefrotzer on the head of the boy and sends him out of his house. The Viblefrotzer causes Woodruff to change into an adult. Unfortunately it also wipes out his memory of who he is, where he is, and what his mission is. About the only thing he knows is that the Bigwig savagely machine-gunned his teddy bear into pieces and took Professor Azimuth away.

Woodruff needs your help. Will you help him get the Bigwig who turned his teddy bear into mattress stuffing?



THE GAME



OBJECT OF THE GAME

(In all Sierra games, the object of every game is first and foremost to have FUN! You will find that your goal is the pure enjoyment of playing this fascinating game.)

In the game, ultimately, the goal is to help Woodruff locate Professor Azimuth and to take control of the City away from the Bigwig.

HOW TO PLAY THE GAME

The first and most basic thing you should remember as you play the game is that its progression is not linear. In other words, solving puzzle "A" does not necessarily mean you will go on to solve puzzle "B". Clues are scattered all through the game. A place you explored and inventory you gathered early in the game might not be of any use until much later in the game. It is much more like putting together the pieces of a jigsaw puzzle in that finding a piece of one section may not, at first, seem important, but later on it may provide you with key information that will help you complete that section of the puzzle.

THE CITY

You should think of the City as the entire stage on which the game is acted out. The City consists of about 40 rooms, or settings including external and interior settings. They are connected in groups of 3 to 5 screens per level and the situations in each of the settings are independent yet interconnected with the others.

When you are playing, the best way to understand this is by finding passageways on the right and left edges of the screens. **It is a good idea to draw a map** as you play so you can visualize what objects are in which area.



As soon as you enter a new room or setting, scan it with your cursor and try to find all the objects that may be relevant to the completion of that level. Woodruff starts at the bottom of the City and makes his way up floor by floor to the final scene which takes place on the top floor.

THE BOOZOOK NUMBERING SYSTEM



Those crazy Boozooks call it a numbering system but it actually is a series of 3 and 4 letter sounds that represent numbers. There are 12 number/sounds in the Boozook system: KAH, ZIG, STO, BLAZ, DRU, GOZ, LRZ, POO, TBZ, GNEE, BNZ, GLAP. These are used in the 4-digit digicodes and Tobozon (TV) numbers. The Boozook keypad works the same way as a

telephone keypad, except the * and # keys are also numbers.

BOOZOOK BUCKS (The currency standard)

The only denomination of money is the Strul. At the beginning of the game, Woodruff does not have any money. This is a good clue. One of Woodruff's first goals should be to get some money, a Strul. Then, he needs to make more by playing different money games.

THE BOOZOOK WISEMEN AND THE SYLLABLES

The Boozook Council is made up of 7 Wisemen. Their rooms are located on the three levels of the Boozook Temple.

They are:

The Word Wiseman (keeper of Boozook Word),

The Time Wiseman (keeper of Boozook Time),

The Strength Wiseman (keeper of Boozook energy),

The Fertility Wiseman (guarantor of Boozook fertility),

The Talent Wiseman (keeper of all Boozook arts),

The Health Wiseman (in charge of the physical well-being of the Boozooks),

The Taste Wiseman (the boozooioli - food expert).



There are 9 syllables used by the Wisemen:

The Basic Syllable,
The Time Syllable,
The Energy Syllable,
The Green Syllable,
The Artistic Syllable,
The Healing Syllable,
The Intuitive Syllable,
The Leading Syllable,
The Advice Syllable.

By themselves, the Syllables have no use. They have to be combined into magic formulae. To use them, Woodruff must first find and collect them.

THE 7 BOOZOOK FORMULAE:

The Memory formula brings memories back,
The Happiness formula makes people want to sing and dance,
The Insight formula uncovers tips,
The Growth formula makes things grow,
The Past formula takes you back in the past,
The Strength formula makes you stronger,
The Diagnostic formula finds the cause of illness.





GAME PLAY



THE CONTROLS - ICONS

Three icons are displayed when you move the cursor to the top of the screen. You select an icon by clicking on the left mouse button.



1. File Manager: The options are SAVE, LOAD, and QUIT.

- Save: You can save your game from most places. It is recommended that you SAVE A GAME each time you solve a particularly tough puzzle. Choose a line in the SAVE GAME screen and the name of the screen will automatically be displayed, then click on the left mouse button. You can change the file name if you wish.
- Load: Lets you restore any previously saved game.
- Quit: Exits the game.



2. Inventory: You can access the inventory by clicking on the inventory icon with the left mouse button, or anywhere in the screen by pressing the right mouse button.



3. Options:

- Music: Turns the sound on or off.
- Info: Displays the date, the time of the day, and running time of the game.

THE CURSOR

When you move the arrow cursor, you are exploring the screen. Text is displayed on the command line when you are in an active area of the screen. This allows you to locate:



* Special objects or locations.



* Characters, to show or give them objects, or to make them talk.



* Exit: the arrow turns into a door cursor and the destination appears on the command line.



When you press the left mouse button,

- * On the ground: Woodruff moves to the area selected.
- * In an active zone: Woodruff moves to the selected object and acts on it. For example, when you click the left mouse button on an object, Woodruff moves to the object and picks it up. The object is then automatically stored in the inventory.

To retrieve an object from the inventory, move the cursor to the top of the screen and click on the inventory icon. Or, you can click the right mouse button at any time, anywhere on the screen and the inventory will be displayed. Click the arrow cursor on the selected object, the cursor will change to an object cursor (slashed arrow).

The sentence, "USE (name of the object) ON" is displayed on the command line. The object can then be used or stored back in the inventory (by clicking on the right mouse button anywhere on the screen).

HOW TO USE THE TOBOZON

Many times during the game you will need certain information about what is going on in the City.



The Tobozon is a high-tech electronic, hybrid, all-in-one TV-Videophone-Fax machine. To use and view it, click on the Tobozon in the inventory. A window/monitor will be displayed on the right of the screen that contains a boozook keypad and a writing pad (use scroll arrows to

view). You will punch in four digits on the keypad, the Tobozon will give you access to room codes (that only work on room keypads) and video channels. You can view the meteeozon report, the "Heart-to-Body" show, and a conference with Azimuth. Also, there are other numbers for the Recruiter, the Tax Collector, the "Coh Cott Show", and for Coh Cott.



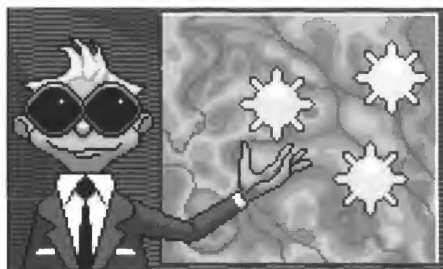
HOW TO USE THE TRANSPORTOZON

In this type of game this device can be very useful. Since many of the clues and items that you'll need to solve a puzzle come from several different rooms. The Transportozon can be a real convenience. To activate it, click on your inventory and then click on the Transportozon. A list of previously visited places will be displayed. Click on any place to go and you will instantly move to that place. The Transportozon will not work when Woodruff is in a close-up position on the screen.

NOTE: You will not acquire the Transportozon until you're well into the game and you find the fish imprint.

HOW TO USE THE METEOZON WATCH

Everything will affect your game play and that includes the weather. To find out about the weather, activate the Tobozon and 'dial' the



meteozone channel. Listen carefully to the bulletins (one at a time), then go to the area affected (rain, thunder, meteorite showers). Use the METEOZONE WATCH in this screen to precisely locate the impact area.

THE BAG OF BOOZOOK SYLLABLES

During your quest, Woodruff has to recover Boozook Syllables. The Syllables are important because they are necessary for him to create Formulae. Whenever you come across a character in the game, talk to them, they may pronounce a Syllable, and if they do it will automatically be stored in the Syllable Bag in your inventory.

To use the Syllables, click on the Bag icon in the inventory. They will be displayed as pictograms. Click on any Syllable to use it as a cursor and then you can use it on any object. Woodruff will utter the sound of the Syllable when you use it.

HOW TO CREATE FORMULAE



Syllables are used to create magic Boozook Formulae. You'll need at least 3 Syllables to create any one formula. To create a formula, click on the 'Create a Formula' icon. A window will be displayed with Woodruff in the center and the Syllables he owns on the top. Click on any Syllable, it will be displayed in the first, second, or third position of a box at the bottom of the window.

When you arrange all three syllables, Woodruff will speak the corresponding sound. If the order of the Syllables is right, a formula is displayed on the bottom of the screen. A list of working Formulae is stored in the Formulae Bag.

THE BAG OF BOOZOOK FORMULAE

To retrieve magic Boozook Formulae, click on the 'Bag of Formulae' icon in your inventory, the available Formulae will be listed. To use any Formulae you may have, click on it, the cursor will change, and you can then click on any object to use it.

THE BAG OF POWERS OF THE MASTER

Occasionally throughout the game, Woodruff will encounter the Master. Each time he meets the Master, he shares one of his Powers with Woodruff. When you click on the 'Bag of Powers' icon, the Powers that you have gathered will be listed. When you click on a Power the cursor will change and you can use the Power on any object. (Note: A surprise awaits Woodruff when he has finally collected all the Powers of the Master.)



GLOSSARY



Aristocrats' Terrace: This is the area where the nobility of the City throws extravagant parties. Access to it is strictly limited to a privileged few.

Azimuth: Professor Azimuth is an eminent political and scientific personality of the City. His work on the aging process of cells makes him a top-notch expert in his field. However, his political activities in support of ending the oppression of the Boozook people makes him an opponent to the current governing powers. He discovered the Schnibble.

B.F.P.: Boozook Freedom Party. They are a terrorist organization opposed to the government, but their most violent crime is drawing graffiti on walls.

The Bigwig: He is the evil advisor to the President and the second-most powerful person in the government. His decisions involving the management of City affairs are brutal and make him feared by both Humans and Boozooks. He seems to have mysterious powers and strange weapons.

Blue-Eyed Glasses: They make eyes appear blue.

Bluxtre: Nutty fruit whose shell is extremely hard. Its pulp, a rare commodity, is a delicacy amongst Boozooks who are too lazy to crush the shell.

Bonneteau: A variation of the three-card trick, game of money and luck. The purpose is to guess under which

of the three overturned bowls contains the morphoplastoc eye.

Boozooioli: Traditional Boozook dish prepared by the Taste Wiseman. The main ingredient is the Schnaplure spice. Beside providing a great amount of energy to the Boozook people, this dish has the incredible ability to neutralize the Forces of Evil. In the era of the game, the Schnaplure spice is scarce. This forces the Boozooks to eat burkers, just like the Humans.

Boozooks: Peace-loving people who lived on the Purple Hill before the human invasion. Although enslaved since the Great Battle, they have no violent reactions toward Humans. They are peaceful but lazy. It seems that their condition is due to the loss of power their Wisemen suffered.

Boozook King: Boozook monarch, deprived of his powers and of his spiritual and military leadership. He now lazily hangs out in the Boozook Temple.

Boozook Knight: Member of the order of the Boozook Chivalry. During the induction ceremony, the King gives the Knight a honorary insignia: the Boozook Knight keychain. The order has withered since the human invasion and the defeat at the Great Battle.

Boozook Temple: A 3-level building located on the upper part of the City, it holds the Throne and the Wisemen rooms.



Brotoflatron: This is an instant ID picture booth.

Burker: The only food Humans eat. It weakens the Boozooks.

Bureaucrat: Municipal employee. They are very stubborn.

Censors: Members of the High Morals Club.

Chprotznog Ceremonial: A secret ceremony during which the Wisemen, consuming large quantities of boozooioli, went into a trance and chanted. They were thus able to channel the Spirits of Evil and lock them in a tightly sealed sacred container. This ceremony has not been held since the Wisemen lost their Syllables.

Chprotznog: Sacred container that holds the Spirit of Evil during secret rituals.

City: The city of Vlurxtrznbnaxl. Vertical structure built by the Humans on the Purple Hill after their victory in the Great Battle. It is governed by the President and his advisor, the Bigwig. Humans and Boozooks live uneasily alongside. The Boozooks are enslaved and exploited. The Citizens live in different parts of the City according to their socio-economic status: poor people lived on the lower levels, and affluent people lived on the higher levels.

Commander: The chief commander of the human armies during the Great Battle. His statue stands in the Memorial Building.

Compyuter: The computer system used by the Schnibble's Sect. There is a usage fee.

Council of the Wisemen: Assembly of the Boozook Wisemen. The 7 Wisemen have powers in different areas such as Arts, Energy, and Time. However, at the time of the game, they have no powers because they have been mysteriously afflicted by a loss of memory that only affects them. They used to hold Chprotznog ceremonies when the Council was in session.

Crocomoth: Mutant animal that lives in the Jungle around the City. Created from the crossing of a crocodile and a mammoth.

Cybernose: Cybernetic nose of the Bigwig. He uses it as a frightful weapon.

Digicodes of the Wisemen Rooms: Coded locks installed at the request of the Wiseman of the Word who loses his keys regularly. This does not solve his problem because he keeps forgetting his code.

Evil Spirit: Fundamental element of the Boozook peace-loving mythology. It is the materialization of the Boozook ills inscribed in the collective psyche.

Flapper: Light reflecting device that has many uses.

Foreman: His job is to make sure that work is done at the Boozook hat factory. Don't goof off with him around, it zlots!

Glapper: Another light reflecting device that has many uses.

Great Battle: Battle that opposed the human armies, led by the Commander, and the Boozooks. The latter were massacred and the Humans established the City.



Heart-to-Body: Light-hearted, sexy tobozon show produced and hosted by Miss Coh Cott. This show has not been censored by the High Morals Club thanks to Miss Coh Cott's influential backers.

High Morals Club: An organization of well-wishing people whose goal is to maintain moral order in the City using Holy Censorship in the name of the Schnibble.

High Priest: The organizer of the Schnibble's Sect secret ceremonies. Second-most powerful character in the Sect. The first one remains anonymous (because of unpaid taxes, according to rumor and the tax collector).

Hole of the Cult: Clearinghouse for pledges to the Schnibble's Sect.

House of Happiness: The City's asylum. The Bigwig is suspected to lock his opponents in it.

Induction Chamber: A room where only initiated members of the Schnibble's Sect can go and where the Schnibble is revealed to them.

J.F. Sebastian: Intellectual bar fly. A regular of the City's lower side taverns. He seems to always know the latest news.

Lovebird: Jeff the Lovebird. Former doorman of the High Morals Club. This extremely prudish bird awaits a buyer in the 5-and-drive store.

Mantra: Meditation formula chanted by the Schnibble's Sect to rise to a state of Higher Cognition. Use only as prescribed.

Meteozon Report: Weather bulletin

on the Tobozon, popular with Humans and Booooks alike. It is the favorite topic of conversation when citizens meet. Because the weather is always changing in the City, these reports are valid only for a few minutes.

Miss Coh Cott: Member of the aristocratic society of the City. Host of the tobozon show "Heart-to-Body".

Morphoplastoc: Material used in the manufacturing of artificial body parts.

President: Meek character, head of the City's government. His public appearances are limited to the tobozon. He gets most of his advice from the Bigwig.

Poohsmurgl Factory: Booook hat factory. It has a severe personnel problem. The manufacturing process is complex and the machines often zlot (are down), which infuriates the Foreman.

Recruiter: In charge of personnel at the Poohsmurgl factory. She has a very strict employment criteria.

Riri: Booook Spiritual Master. His aerobics sessions are only open to a few privileged people.

Rummy: Popular card game. For more information, contact the R.I.F. (Rummy International Federation).

Schnaplure: Plant that produces a spice used in cooking. Used by the Wiseman of Taste to prepare the boozooioli.

Schnibble: Mythical entity discovered by Professor Azimuth during his



research. Little information is available on it except for rumors on the street. Some think that it will bring peace and prosperity back to the City. To others, it is a cult object whose real nature is known only to the members of the Schnibble sect.

Schnibble's Sect: Very exclusive sect whose object of worship is the Schnibble. The Followers attain the state of Higher Cognition by meditating and reciting mantras. Once inducted, and during the 'initiation of the day' ceremony, the Schnibble is revealed to them. To pledge, contact the Hole of the Cult. Checks are only accepted in struls. Credit and Tobozo-bank cards are welcome.

Strul: Currency of the City.

Spinning Top: Booook woman who used to work as the King's secretary. Converted to prostitution because of massive layoffs (no pun intended) in the King's Court. Works now in the Red Light District of the City.

Tax Collector: He is not a very popular individual as he is in charge of collecting the many taxes that burden the City. (Dear gaming fan, watch out for the tax collector if you are behind in your tax payments!)

Taxes: Monies levied on the inhabitants of the City to pay for its maintenance. Curiously, this civic obligation makes the inhabitants very unhappy.

Tobozon: TV/Videophone/Fax electronic device. It is an essential tool of the modern citizen. Portable models available. They are powered by solar winds.

Transportozon: Vehicle of the modern citizen. Instant passage to any place you know. (Note: Thanks to the Transportozon, there are no more slow scrolling or screen loading problems.)

Troag: Female of the froad, a hybrid mutant animal created by crossing frogs and toads. It is an extinct species.

Troag Clock: Booook clepsydra using a troag. Unfortunately, there is only one, non-working model left.

Tuxon: Fake tuxedo (shirt and bow tie) that makes you look presentable when you can't afford the real thing.

Viblefrotzer: A device invented by Professor Azimuth to speed up or slow down the aging process. It looks like a helmet.

Virtual Trip: Virtual game created by a talented booook programmer, dead today, and marketed by Ernst Blist who often gets help from the Health Wiseman to debug the code.

Weather Watch: Device to precisely locate the impact of the weather disturbances announced on the tobazon. Not recommended for children less than 3 years old.

Wino: Shoddy character who succumbed to alcohol. He usually hangs out around Wino's Alley.

Zloting: Expression meaning that something is wrong or not working properly. For example "It zlots" could mean "It sucks".





MEMORANDUM



WHO TO GIVE THE SYLLABLES TO:

Basic Syllable
Time Syllable
Energy Syllable
Green Syllable
Artistic Syllable
Medical Syllable

Word Wiseman
Time Wiseman
Strength Wiseman
Fertility Wiseman
Talent Wiseman
Health Wiseman

WHERE AND HOW TO GET THE SYLLABLES:

1 - Ruling Syllable	THRONE ROOM	Discussion King
2 - Advisory Syllable	COUNCIL ROOM	Discussion Time Wiseman
3 - Basic Syllable	TEMPLE LEVEL 3	Bean on Animal
4 - Time Syllable	TWEET BOUTIQUE	Troag Clock
5 - Green Syllable	HOUSE OF HAPPINESS	Happiness formula autistic
6 - Artistic Syllable	HIGH MORALS	Cassette diva song
7 - Medical Syllable	VIRTUAL TRIP	Save Health Wiseman
8 - Intuitive Syllable	ARISTO'S TERRACE	Snail statue spiral
9 - Energy Syllable	THRONE ROOM	Unknown Boozook's trunk

WHERE TO USE THE FORMULAE:

Memory Formula	WINO ALLEY ADMIN CENTER	Wino tells about factory hiring Bureaucrat to find the form
Happiness Formula	HOUSE OF HAPPINESS PARTY	Autistic child gives Green Syllable Dezombified Coh Cott, to seduce her
Discerning Formula	VIRTUAL TRIP PRISON TOWER	Three cups trick player to drop the eye Prison wall to find stone staircase
Growth Formula	COH COTT LAB	Grow plant to enter Bigwig's house Mad Prof. to free Fertility Wiseman
Past Formula	COMMEM. MONUMENT	Commander's statue to enter the past
Strength Formula	ADMINI. CENTER STAIRS STREET	Bureaucrat for respiration certificate Shop window to get a kite
Diagnostics Formula	PARTY	Zombified Coh Cott to get antidote

COMPOSITION OF THE FORMULAE:

Memory	-	Ruling + Basic + Ruling	1 + 3 + 1
Happiness	-	Artistic + Basic + Advisory	6 + 3 + 2
Discerning	-	Intuition + Intuition + Basic	8 + 8 + 3
Growth	-	Basic + Green + Advisory	3 + 5 + 2
Past	-	Time + Basic + Ruling	4 + 3 + 1
Strength	-	Energy + Advisory + Basic	9 + 2 + 3
Diagnostics	-	Elementary + Medical + Basic	3 + 7 + 3

DIGICODES OF THE WISEMEN:

Taste Wiseman's Room	KAH BLAZ ZIG STO	Menu with the King
Health Wiseman's Room	POO ZIG DRU BNZ	Word Wiseman gives it
Fertility Wiseman's Room	BNZ POO GLAP BLAZ	Word Wiseman gives it
Talent Wiseman's Room	KAH LRZ GOZ GNEE	Gives it himself
Council Room	BLAZ KAH ZIG DRU	Time W.'s message
Throne Room	ZIG STO DRU BLAZ	Spinning Top gives it.
Word Wiseman's Room	BNZ BNZ BNZ GLAP	Time Wiseman gives it
Aristocrats Terrace	GLAP ZIG GNEE LRZ	Coh Cott on Tobozon
King's Trunk	GLAP POO GNEE ZIG	Dying man gives it

THE TOBOZON:

The weather channel	KAH ZIG STO BLAZ
Azimuth channel	POO POO ZIG ZIG
Heart-to-Body channel	POO BNZ BLAZ DRU
Recruitment #	DRU BNZ POO GLAP
Heart-to-Body program	ZIG DRU GNEE BNZ
Coh Cott's #	BLAZ KAH POO GLAP
Tax Office #	GNEE BNZ GLAP POO

THE WEATHER FORECAST:

Showers in the "PLEASURE DISTRICT"
Lightning strikes in "SLAMMERS END"

Strong wind in "BIGWIG'S SQUARE"
Uneven rain over "THE PLEASURE DISTRICT"
or
Showers on "THE ADMINISTRATION CENTER"
Meteorite storms in "BIGWIG'S SQUARE"

Showers on the "THE ADMINISTRATION CENTER"
Lightning strikes in "SLAMMERS END"

Huge meteorites falling in front of "THE ADMINISTRATION CENTER"
Strong winds near the tower in "THE PRISON"
or
Uneven rain over "SLAMMERS END"
Strong winds in front of "THE ADMINISTRATION CENTER"

Huge meteorites falling in "BIGWIG'S SQUARE"
Strong winds in front of "THE ADMINISTRATION CENTER"

THE MASTER'S POWERS:

SLAMMERS END	Go towards the house	Ear control
WINO ALLEY	Click on the switch	Hair control
FOUNTAIN SQUARE	Click on the public tobazon	Eye control
ADMIN. CENTER	Click on graffiti	Nasal control
CENTRAL PRISON TOWER	Use grabber on left gargoye	Face control





TECHNICAL SUPPORT



Technical assistance is only a phone call away. Direct your inquiries to the Technical Support department if your question is about hardware and software compatibility specific to Sierra games (e.g. sound card configuration or memory management). For our 24-hour automated Technical Support, call (206) 644-4343. If you prefer, you may request assistance by facsimile; the U.S. fax number is (206) 644-7697.

Sierra On-Line Technical Support

P.O. Box 85006

Bellevue, WA 98015-8506

Monday through Friday

8:15am - 4:45pm PST

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Fax: (206) 644-7697

Direct Sales

For direct sales information:

Sierra On-Line Direct Sales

P.O. Box 3404S

Salinas, CA 93912

Main: (800) 757-7707 24 hours a day, 7 days a week

Fax: (408) 644-2018

Hint Line

For just \$.75 per minute get game hints to get you out of a jam. You must be at least 18 years of age or have your parents' permission to use this service. Hint Line phone number: (900) 370-5583. Canadian Hint Line Service is \$1.25 (Canadian) per minute. The Canadian Hint line phone number is: (900)451-3356.

Or, you can order most Sierra Hint Books for just \$9.95 to \$14.95 each, plus shipping by calling Sierra's Direct Sales during regular Pacific Standard Time business hours. You can also find Hint Books at better software retailers and select bookstores.



Sierra Hint Books offer you a complete guide for the total Sierra game playing experience. You'll find out how to get the most out of your game. You'll find clues, tips, inside information, and expand your game enjoyment and experience.

Bulletin Board Services

Sierra Bulletin Board: (206) 644-0112. Call Sierra's own BBS with your computer modem and browse our technical knowledge database, get game hints online or down-load game patches and other files. You'll find the answers to the most commonly asked questions by selecting index choice #8 from the main menu. Set your communications program to 8 data bits, 1 stop bit, no parity. (8-1-N).

CompuServe: Join with other Sierra game enthusiasts online in Sierra's own Forum (GO SIERRA), or leave us an E-mail message at CompuServe ID 76004,2143. Also, hints are available from other CompuServe members in the Gamer's Forum (GO GAMERS).

America Online: Type the keyword SIERRA to leave us a message, or follow the prompts to get the answers you need. This service is also available through Chicago On-Line, San Jose On-Line and other America OnLine services.

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One condition: We'd like you to tell us why you don't like the game. Your comments will help us continue to get better. Send it back to us and we promise you complete satisfaction. (If you bought it at a retail outlet, please send your original sales receipt.)





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NOTES & MAPS





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